

 **Roland**

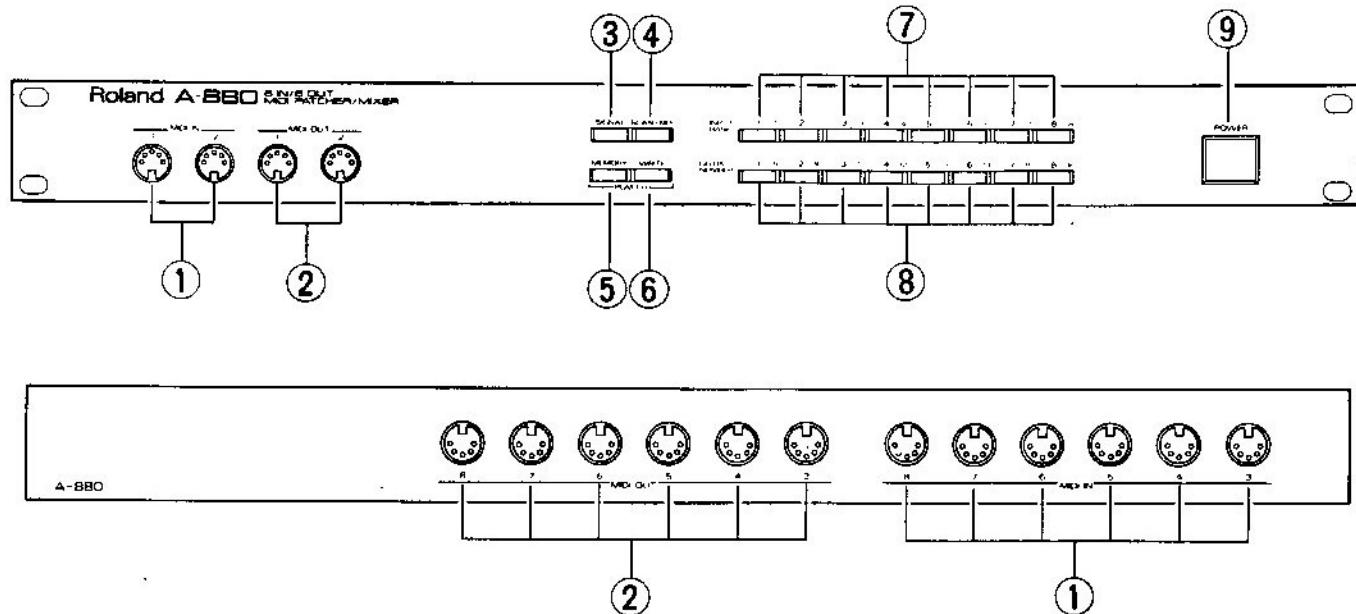
MIDI PATCHER/MIXER

A-88□

Owner's Manual


www.oldschool-sound.com

1 Panel Description



① **MIDI IN Sockets (1 – 8)**

② **MIDI OUT Sockets (1 – 8)**

③ **Signal Mode Button**

Pushing this button will light up the indicator and turn the unit to the Signal mode. In the Signal mode, the relevant Input/Bank Buttons and Output/Number Buttons light up when MIDI messages are being fed into the unit. This fact allows you to check how the inputs and outputs have been currently connected. When larger amount of MIDI messages are received, the indicator lights brighter.

④ **Scan/Mix Mode Button**

Pushing this button will light up the indicator and turn the unit to the Scan mode. In the Scan mode, you can check the current MIDI In and Out settings in sequence (Mix → Input 1 → Input 2 →) with the indicators of the Input/Bank and Output/Number Buttons.

This button can also be used for mixing signals.

⑤ **Memory Mode Button**

This button is used to call any setting written in memory.

⑥ **Write Mode Button**

This button is used to write a setting you have made into memory.

⑦ **Input/Bank Buttons (1 – 8)**

These buttons are used for selecting MIDI IN's or a Memory Bank.

⑧ **Output/Number Buttons (1 – 8)**

These buttons are used for selecting MIDI OUT's or a Memory Number.

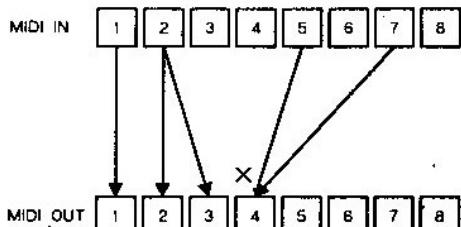
⑨ **Power Switch**

2 Changing Connections

The connections of each MIDI IN and MIDI OUT can be set.

More than one MIDI OUT can be assigned to one MIDI IN, but more than one MIDI IN cannot be assigned to the same MIDI OUT.

You can however have the messages arriving at more than one MIDI IN be mixed, then output from more than one MIDI OUT. Refer to the section at right.



- ① Press the Scan/Mix or Signal Button.
The corresponding indicator lights up.

- ② Press the Input/Bank Button for the MIDI IN to be connected.

All the Mode Buttons go out and the Output/Number Buttons which correspond to the MIDI OUT's currently used will light up.

- ③ Press the Output/Number Buttons for the MIDI OUT's you wish to use.

The indicators light up, activating the corresponding MIDI OUT's.

*Be sure to assign MIDI OUT's within 15 seconds after taking step ②. Otherwise, you will go back to step ①.

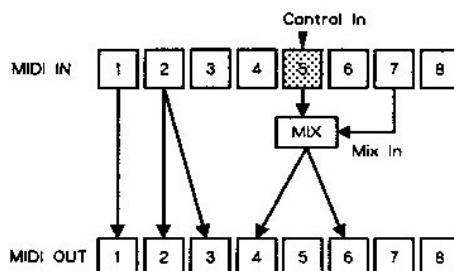
*Do not take the above MIDI OUT assignment procedure while MIDI messages are being received or transmitted.

To setup any other paths you wish to be active, repeat steps ② through ③ for each.

If you assign a MIDI IN to a MIDI OUT already used for another MIDI IN, the later MIDI IN will override the previous one.

3 Mixing

The mixing function of the A-880 allows you to mix the MIDI messages of the base MIDI IN (Control In) with the messages of another MIDI IN (Mix In) and send the mixed messages.



The Mix function does not allow you to input Real-time Messages to the two MIDI IN's at the same time.

The Real-time Messages which can be input to the MIDI IN do not include FD (undefined), FE (active sensing) or FF (reset).

[Setting the Control IN]

Turn the unit off, then turn it on while holding the Input Button which corresponds to the MIDI IN which you wish to make a Control IN.

*The Control In you have set will be retained even after the unit is turned off.

[Setting the MIX In and MIDI OUTs]

- ① While holding the Scan/Mix Button down, press the Input/Bank Button for the MIDI IN you wish to mix.

Input/Bank Button for the MIDI IN that will be used to receive Real-time Messages lights while the other one flashes.

* You can select any MIDI IN for mixing, but if the selected MIDI IN is the same as the Control In, the function of mixing does not work. (The indicator of the Input/Bank Buttons selected here will flash, showing that the Real-time Messages can be input.)

④ Writing the Settings into Memory

② Press the Output/Number Buttons for the MIDI OUT's where the mixed messages are to be sent.

The Output / Number Buttons light up, activating the corresponding outputs (MIDI OUT's).

To turn off the MIDI OUT's you have set, press the Output/Number Buttons which are lit.

*If you assign MIDI OUT's already used, the previous assignment will be cancelled.

③ If you wish to change the MIDI IN at which Real-time Messages will be received, perform the following :

While holding the Scan/Mix button down, press Input/Bank button which you have assigned in step ①.

Each time an Input/Bank button is pressed, the indicator alternately lights steadily and flashes .

*Be sure to complete step ③ within 15 seconds after step ②. Otherwise, the unit will go back to the Signal or Scan mode.

If you wish to retain the setting you have made, write it into any of the 64 memory locations. A memory location is represented by a Memory Bank (1 - 8) and Memory Number (1 - 8), such as 2 - 3, 4 - 8, etc.

		Number							
		1	2	3	4	5	6	7	8
Bank	1	11	12	13	14	15	16	17	18
	2	21	22	23	24	25	26	27	28
	3	31	32	33	34	35	36	37	38
	4	41	42	43	44	45	46	47	48
	5	51	52	53	54	55	56	57	58
	6	61	62	63	64	65	66	67	68
	7	71	72	73	74	75	76	77	78
	8	81	82	83	84	85	86	87	88

*The Control In is not written with each memory number. This means that changing the settings for the Control In at power-up will change the mixing assignment.

① Press the Write Button.

The indicator lights up.

② Assign a memory location with the Input/Bank (banks 1 - 8) and Output/Number (numbers 1 - 8) Buttons.

③ Press the Write Button.

④ Press the Scan/Mix or Signal Button.

⑤ Calling a Memory and Changing Memories

The connection setting you have written into memory can be recalled as follows.

[Calling a Memory]

- ① Press the Memory Button.

The indicator lights up.

- ② Assign the memory you wish to call with the Input/Bank (Banks 1 – 8) and Output/Number (Numbers 1 – 8) Buttons.

If you assign the Bank first, you must assign the Number next even if you do not need to change the Number. However, if you assign the Number first, you can skip bank assignment if you do not need to change the Bank.

- ③ Press the Scan/Mix or Signal Button.

* When the memory you have called has the same Mix In and Control In, the function of Mix does not work.

[Changing Memories from an external MIDI device]

To change memories from an external MIDI device, use the Program Change messages of the MIDI channel (Control Channel) assigned at the Control In (see page 7).

■ Setting the Control Channel

- ① Press the Memory and Write Buttons at the same time.

The two indicators light up.

- ② Specify the Control Channel using the Input/Bank and Output/Number Buttons.

The Input/Bank Buttons 1 to 8 correspond to Control Channels 1 to 8 and the Output/Number Buttons 1 to 8 correspond to Control Channel 9 to 16.

INPUT/BANK	1	2	3	4	5	6	7	8
OUTPUT/NUMBER	9	10	11	12	13	14	15	16

* If you do not wish to change the memories with Program Change messages, press the Input/Bank and Output/Number Buttons which are lit. (The indicator will go out).

- ③ Press the Scan/Mix or Signal Button.

■ Program Change Numbers and Memory Numbers

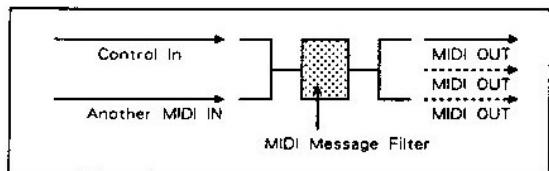
The Memory Numbers on the A-880 correspond to the Program Change numbers as shown below. Any program change number higher than 65 will have no effect on the memory numbers.

	Number							
	1	2	3	4	5	6	7	8
1	1	2	3	4	5	6	7	8
2	9	10	11	12	13	14	15	16
3	17	18	19	20	21	22	23	24
4	25	26	27	28	29	30	31	32
5	33	34	35	36	37	38	39	40
6	41	42	43	44	45	46	47	48
7	49	50	51	52	53	54	55	56
8	57	58	59	60	61	62	63	64

⑥ MIDI Message Filter

You can edit out certain portions of the MIDI messages of the mixed signal by using the MIDI Message Filter.

The MIDI Message Filter also works when the Control In and the MIDI IN for mixing are set to the same number.



① Press the Signal and Scan/Mix Buttons at the same time.

The two indicators light up.

② By using the Input/Bank Buttons 7 and 8 and Output/Number Buttons 1 to 8, the output On or Off can be selected.

Each time you press the button, the indicator lights up and goes out alternately. When the indicator is lit, the corresponding MIDI messages are output, and when it goes out, messages are not output.

③ Press the Signal or Scan/Mix Button.

*When INPUT 8 (Re-trigger) is set to off, INPUT 7 (All Notes Off) cannot be turned on. That is, when INPUT 8 is off, INPUT 7 is automatically set to off.

INPUT 7 Whether or not to output ALL NOTE OFF messages from the MIDI OUT.

INPUT 8 Whether or not to re-trigger the Note message from the MIDI IN and send it through the MIDI OUT. (when a new NOTE ON is assigned to the same note number, NOTE - OFF comes once, then NOTE - ON)

OUTPUT 1 Whether or not to send the Note ON /OFF messages from the MIDI OUT.

OUTPUT 2 Whether or not to send the Polyphonic Pressure messages (aftertouch messages which can be assigned to each Note Number independently) from the MIDI OUT.

OUTPUT 3 Whether or not to send the Control Change messages from the MIDI OUT.

OUTPUT 4 Whether or not to send the Program Change messages from the MIDI OUT.

OUTPUT 5 Whether or not to send the Channel Pressure messages (aftertouch messages which can be independently assigned to each MIDI channel) from the MIDI OUT.

OUTPUT 6 Whether or not to send the Pitch Bender messages from the MIDI OUT.

OUTPUT 7 Whether or not to send the Exclusive messages from the MIDI OUT.

OUTPUT 8 Whether or not to send the Real Time and Common messages from the MIDI OUT.

7 Other Useful Functions

Four more useful functions, Inputs 1 to 4, are provided.

- ① Press the Signal and Scan/Mix Buttons at the same time.

The two indicators light up.

- ② The INPUT 1 to 4 functions are engaged when you press the relevant buttons.

- ③ Press the Signal or Scan/Mix Button.

INPUT 1 The entire connection assignment is cancelled. This function can be used to start setting from scratch.

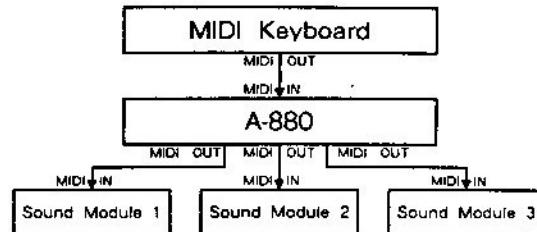
INPUT 2 The Mixer Inputs are cancelled and the Mixer reset. If the mixed MIDI messages include any NOTE - ON key, NOTE OFF will be sent from the MIDI OUT.

INPUT 3 ALL Note OFF and RESET ALL CONTROLLERS are sent from each MIDI OUT to all the channels. This function can be used to initialize the connected MIDI devices.

INPUT 4 TUNE REQUEST and A4 KEY ON are transmitted intermittently from each MIDI OUT. This can be used for tuning the connected MIDI devices.

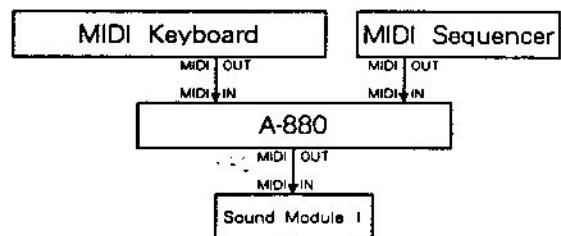
8 Setup Examples

- 1) Setup with a MIDI Keyboard and three MIDI Sound Sources



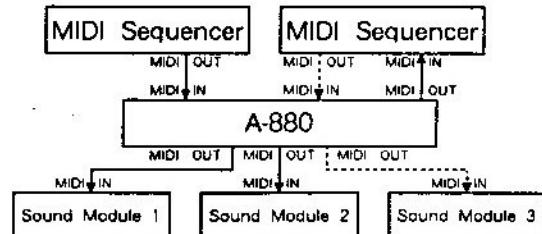
You can play multiple MIDI sound sources with one MIDI keyboard.

- 2) Setup with a MIDI keyboard, a Sequencer and a MIDI Sound Source



By using the Mixing function of the A-880, MIDI messages from the MIDI keyboard and sequencer are mixed and play the MIDI sound source.

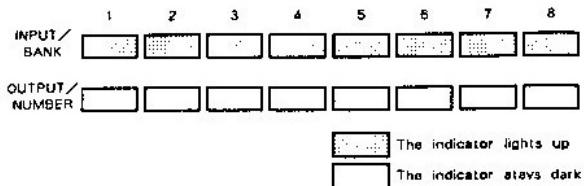
- 3) Setup with two Sequencers



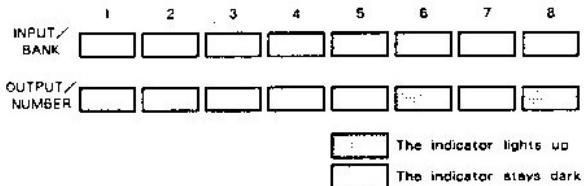
These two sequencers are used as a master and a slave. When they are synchronizing, the master sequencer plays the sound sources 1 and 2, and the slave sequencer plays the sound source 3.

■ A-880 Table

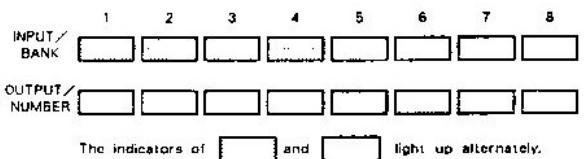
- When the amount of mixed MIDI messages exceeds the maximum capacity of the A-880, the buttons will react as shown below:



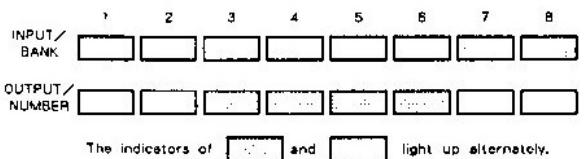
- When the check sum of the received Exclusive messages is incorrect, the indicators react as shown below:



- If the indicators respond as shown below at power up, the battery for memory back-up is exhausted. Call your local Roland service center.

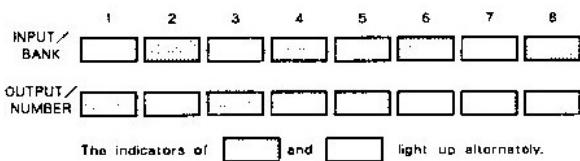


- If the indicators respond as shown below at power up, data in memory may be lost.



■ Initialization

A-880 can be initialized (returned to the manufacturer's preprogrammed condition) by turning it on while holding the Signal Button and the Memory Button down. The indicators react as shown below:



MIDI Implementation Chart

Function ...		Transmitted	Recognized	Remarks
Basic Channel	Default Changed		1 - 16, OFF 1 - 16, OFF	Memorized.
Mode	Default Messages Altered	× × *****	OMNI OFF × ×	
Note Number	True Voice	○ * 1 (69) *****	× ×	
Velocity	Note ON Note OFF	○ * 1 (9n v = 64) ○ * 1 (9n v = 0)	× ×	
After Touch	Key's Ch's	×	×	
Pitch Bender		×	×	
Control Change	0 ~ 120 121	× * 2	× ×	
Prog Change	True #	×	0 - 63 0 ~ 63	
System Exclusive		○	○	
System Common	Song Pos Song Sel Tune	×	×	
System Real Time	Clock Commands	×	×	
Aux Message	Local ON/OFF All Notes OFF Active Sense Reset	×	× ○ (123 - 127) × ×	
Notes	* 1 In the TUNE MODE. * 2 When the internal connection is cut off.			